



INFORMATIONS

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 <https://taldius.itch.io/>

SKILLS

GAME ENGINES:
Unity, Unreal Engine

ART:
Adobe, Affinity, Blender

DOCUMENTATION:
Microsoft Office, G-Suite

LANGUAGE:
French (native)
English (proficient)

INTERESTS

VIDEO EDITING & STREAMING:
YouTube videos, TikTok, Twitch

SPORT:
Skateboarding, Bicycling

VIDEO GAMES:
Mascot platformer, MOBA,
Versus fighting, J-RPG

MOVIES & TV SHOWS:
Kaijuu, Horror, Science Fiction,
Anime, Comedy, Superhero



ANTOINE SEMBLAT

Technical game designer



WORK EXPERIENCE

- Dec 2016 - Present** **Game designer & Developer**
Open Mind Neurotechnologies, Caen

VR biometric experiences and mobile / WebGL apps
- Sep 2015 - Dec 2016** **Developer & artist**
Freelance, Paris

Video games, websites and prints
- Sep 2013 - Dec 2013** **Trainee game designer**
POLM Studio, Angoulême

Wake Up The Djinns, Maya Wars and Origami Challenge
- Jan 2013 - Sep 2013** **Game designer**
Pixel Perfect Team, Paris

Project Faya
- Jul 2012 - Dec 2012** **Trainee game designer**
POLM Studio, Angoulême

Dandelion: Chain of Seeds and Hell Yeah! Pocket Inferno



EDUCATION AND QUALIFICATIONS

- Dec 2013 - Jul 2015** **Master of video games**
IIM (Institut de l'Internet et du Multimédia), Courbevoie

Marketing and project management in video games
- Sep 2009 - Jul 2012** **Bachelor of game design**
ICAN (Institut de Création et d'Animation Numérique), Paris

Game design, level design, 2D & 3D art and programming
- Sep 2005 - Jul 2008** **High school diploma**
Lycée Albert Camus, Bois-Colombes



PERSONAL PROJECTS

Sonic Revert, Unity
Online multiplayer Sonic racing fan-game
200k+ views and 150k+ played sessions

Home Trip, Unity
Online co-op road trip game

Klonoa: The Dream Chapter, Unreal Engine
Reimagining of Klonoa with a 3D gameplay

Le Manoir de l'étrange, Unity
Spooky investigation game set in a manor

35+ game jam projects, Unity
Global Game Jam, Ludum Dare, and others